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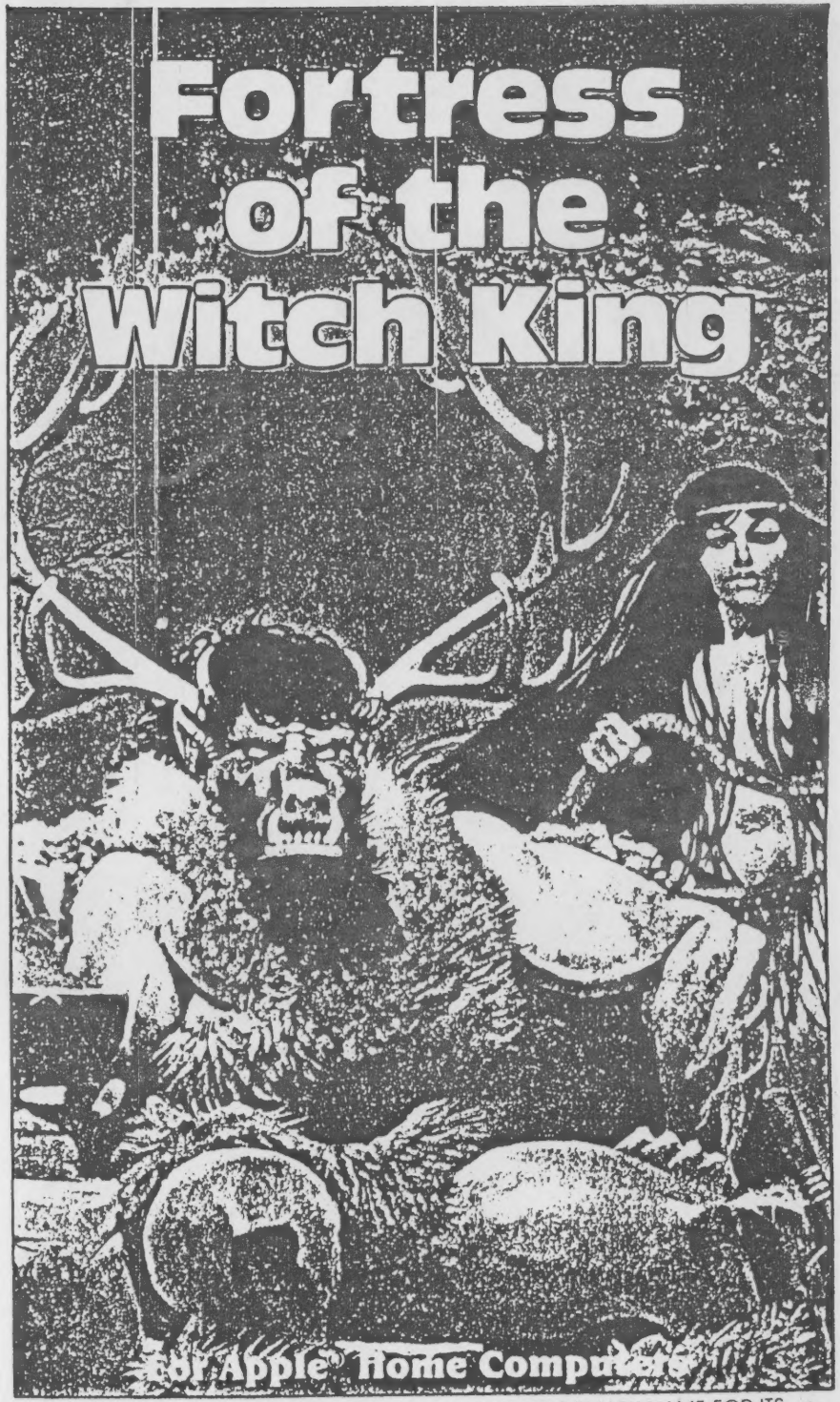
Fortress of the Witch King



for Apple® Home Computers

FORTRESS OF THE WITCH KING IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER FANTASY GAME OF WIZARDS AND WARRIORS

FORTRESS OF THE WITCH KING

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FORTRESS OF THE WITCH KING

INTRODUCTION

Enter the realm of the Witch King, that dark and mysterious lord, whose slightest whim gives you great treasure or plunges you into deadly combat with the vicious hacker. Your quest is to find this arch ruler and slay him, thus gaining the orb, scepter and crown, and releasing the land from his thrall. But beware, there are conditions to be met, battles to be fought, and magicks to be won, before your goal is achieved. Your small band of scouts and warriors will be in constant danger, for there are other parties who seek the same things as you. You must remain on constant alert as your opponents will not hesitate to raid and steal the items you have so dearly paid for.

So, if you are ready, come . . . the Fortress of the Witch King awaits.

I. STARTING UP

To load the disk: just boot it up. Insert the diskette into drive one and turn the computer on.

Once loaded, the program will ask if you want to recall an old game. Answer by typing (Y)es or (N)o. If you answered (N)o, then the computer will ask how many players. Type in a number from one to four. It will then in turn ask for the players' names and the level of difficulty in which they will start.

NOTE: The level of difficulty only determines how many of each item each player will receive at the beginning of the game. It has no other effect once the game is in progress.

You will then be asked for the map level of difficulty. The larger the number the more mountains and lakes there will be.

The game is now ready to begin.

II. SAVE GAME

At the beginning of each turn the players will be asked if they want to save the current game. Type (Y)es or (N)o. If you elect to save the current game the computer will prompt you for the correct input. The game can only be saved to the game disk, so ensure that the disk is not write-protected.

III. MAIN MENU

After the "Save Game" phase the computer will display on the monitor the name of the player whose turn it currently is and prompt that player to press the RETURN key. At this time the other players should leave the room and the player whose turn it is should press the RETURN key. The Main Menu will be displayed.

The menu heading has the turn number, the player's name and the number of movement factors remaining in that turn. Below the menu heading are listed the options available to the player.

Main Menu Options:

1 **LOOK AT MAP:** This option allows you to look at the full scale map. However, it will only show you the areas where you have been. **The more scouts you have the more area you can see.** North is always towards the top of the screen. The map is a 40 x 40 grid; your troop is displayed by a white block; forest areas are green; mountains are brown; lakes are light blue; towns are yellow; sanctuaries are violet; the Witch King's Fortress is dark blue. The computer will store all areas previously scouted, so that once an area is seen, it does not have to be traversed again. **The map is randomly generated at the start of each new game.**

2 **LOOK AT CLOSE UP MAP:** This option allows you to get a close up view of the area that you are in. The grid is 10 x 10 and is in HIGH—RES graphics. Your troop is displayed by a white square; forests are green; mountains are red; lakes are blue; sanctuaries are violet castles with red pennants; towns are red castles with two towers; the Witch King has a huge violet castle with the letters **WK** in it.

I **INVENTORY:** This option displays a list of all your belongings, including the amount of each item. All items are explained in section V.

M **MOVE:** This option displays the close up map and directional instructions for movement. Horizontal or vertical movement expends one movement factor; diagonal movement expends two movement factors. Movement onto a mountain square expends an additional movement factor. If only one movement factor remains, it is still possible to move onto a mountain. Certain magic items give additional movement factors (see ITEM list, section V). Normally, each player begins his turn with three movement factors. If you are out of food, you begin your turn with only one movement factor. If you are raided, then you begin your turn with only two movement factors. All base movement factors above are modified by certain magic items. Below is illustrated the keys used for movement and the corresponding directions. A "move order" of **S** will command the party to "Stay" in place.

compass

	NW	N	NE	
	8	1	2	
W	7	S	3	E
	6	5	4	
	SW	S	SE	

U **USE SPELL:** This option allows you to use one of the three spells available in the game. The spell must be in your inventory to use it. Spells may only be used one time. Once used, they are deleted from your inventory.

E **END TURN:** When you are out of movement factors, and are finished looking at your inventory, maps or spells, then type **E** to end your turn.

L **LOOK AT MAGIC MAP:** This option allows you to study one of your magic maps. It displays a close up map centered on the location of one of the four special magic items. These items are always in a mountain square where the dragon and the treasure are hidden. If your troop is close by, then the map will also display your location. You may look at the magic map as many times as you wish.

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IV. LOCATIONS

FORESTS: Four things can happen when you enter a forest square: there is a 28% chance of having an encounter with a monster. If this does not happen, then there is a 3% chance of receiving a treasure without an encounter. If this does not happen, then your scouts will search for other players' camps. If one or more enemy camps are in range, you will be given the option of raiding one of those camps. If no camps are in sight, you do nothing that movement phase.

MOUNTAINS: There is an 80% chance of having an encounter here. If the mountain area contains one of the four special magic items, you are **bound** to encounter a dragon.

LAKES: Lakes may only be entered if you have a raft. Exception: See Teleport Spell in section V.

SANCTUARY: Upon entering a sanctuary, if you have less than 10 rations you will receive 15 to 25 rations. If you have less than 10 warriors, you will receive 15 to 25 warriors. No encounters are possible while in the sanctuary.

TOWNS: Upon entering a town, you will be in the market place. Here will be a listing of items for sale. Choose one of the items. The merchant will then ask if his price is suitable. You may haggle with him if you wish. Once a price is settled upon, the merchant will then ask how many of the items you wish to purchase. If you have enough gold, then your inventory will be adjusted accordingly. Only one type of item may be purchased at a time. If the market closes on you, or you have purchased your item, you will be returned to the Main Menu. If you wish to purchase more items, you must expend another movement factor to do so. The following items and percentage chance of them being offered are as follows:

Rations	100%
Teleport Spell	30%
Clerics	100%
Scout	100%
Warriors	100%
Raiders	100%
Spell of Seeing	10%
Raft	65%
Mule	100%
Wizard	40%

V. ITEMS

RATIONS: Each player expends one ration unit per turn. For every 10 warriors, he will expend an additional ration unit. When you run out of rations 10% + 2 of your warriors will be eliminated. If you run out of food, you may be given the opportunity to pray for help. If you do pray for help, there is an 80% chance that you will receive rations. Whether you receive rations or not, if you pray your turn is over. If you do not pray, you will lose one warrior. If you have no warriors, then your scouts may eat one of your mules or run away. If your rations are depleted, you will begin your turn with only one movement factor. Rations are available only at the market place, at sanctuaries or by praying.

CLERICS: The Cleric's function is to restore wounded. At the end of every round there is a 35% chance that your Clerics will restore some wounded. The more Clerics you have the more wounded that will be healed. Clerics are available at the market place. They may be lost during combat.

SCOUTS: The Scout's function is to search the surrounding area for enemy camps and for mapping purposes. Every two scouts in your inventory increases your range by 1 square on the map. Scouts also aid in spotting enemy raiding parties, so that the warriors may thwart them. Scouts are available only at the market place. If you have more than 9 scouts in inventory, none will be offered for sale in the town. They may be lost during combat, or if you run out of rations.

WARRIORS: The Warrior's purpose is to fight your battles. The more you have, the better your chances are of winning an encounter. Warriors are also able to defend against raids. If you have no warriors at the beginning of your turn, there is a chance you will be given the opportunity to pray. If you pray, there is a good chance you will be given 15 to 25 warriors. After praying, whether you receive warriors or not, your turn will be over. If your warriors are wiped out before the enemy's warriors are eliminated in combat, you will have been defeated. If both camps' warriors are reduced to zero at the same time, you will still gain a treasure. Each turn that you do not have rations a warrior will be lost to starvation. Warriors are available at the market place and through parleying (see Parley in section VI), Warriors are lost through combat or starvation.

WIZARD: A Wizard helps you during combat. He adds a 20% bonus to your combat strength. Also, damage done to the enemy is increased by 25%. There is also a chance that the Wizard will cast a spell against a monster(s) during combat, resulting in additional damage. Wizards are only available at the market place. They may be lost during combat. You are allowed only one Wizard in your inventory at a time.

ELVES: Elves have the ability to cast spells during combat against a monster(s). The more elves you have, the more potent the spell. Elves will cast spells 60% of the time. Elves are available only through parleying. They may be lost during combat. If you have a Talisman of Speed, there is a 15% chance at the beginning of each turn that your elves will make off with it.

DWARVES: Dwarves aid in combat by adding to your strength. Dwarves are available only through parleying. They may be lost in combat. If you have a Hammer of Thor, there is a 15% chance at the beginning of each turn that your dwarves will run off with it.

GOLD PIECES: Gold enables you to purchase the items you need from the market place. Gold is obtainable through raiding and as treasure. The amount of gold you receive after a successful encounter is directly proportional to the strength and number of monsters encountered. Dragons and Hydra give double the amount of gold. It is lost as a result of enemy raiding and the inability to carry the weight. If you have more gold than you can carry, the excess will have to be abandoned. The maximum amount of gold that a party can carry is 30,000 gold pieces. The amount of gold that can be carried by each individual unit is as follows:

ITEM	COST
Warrior	10 gold pieces
Scout	5 gold pieces
Mule	50 gold pieces
You (the player)	10 gold pieces

RAIDERS: The raider's sole purpose is to raid enemy camps. Each raider gives you a 10% chance of a successful raid. Once successful, the more raiders you have the more loot you will steal. A successful raid will reduce the enemy camp's movement by one. Raiders are only available at the market place and may be lost during combat or as a result of a raid. Raiders will not be offered for sale if you have over 14 of them in your party already.

RAFT: A raft allows you to enter lake areas. You must have four mules just to carry the raft. These mules will not be able to carry gold. If you have less than four mules, you will have to drop your raft. When you purchase a raft at the market place, the price quoted includes four mules. Rafts are available only at the market place and are lost only if you do not have the mules to carry the raft.

TELEPORT SPELL: This spell allows you to teleport to anywhere on the map. You will see a flashing cursor on the low-res screen. Press the direction keys until you are over the area you wish to be teleported to and type **T** to effect the magic. If you teleport into a lake without a raft, you will lose all of your warriors and mules. Teleporting into an area that has not been scouted is permissable, but risky. Teleporting costs one movement factor. If you teleport onto a mountain, it will cost you two movement factors. However, if you have no movement factors remaining, you may still teleport. You may retain as many teleport spells as are offered, but each teleport spell may only be used once. Teleport spells are available at the market place or as treasure. They may be stolen during a raid and are removed from inventory when used.

SPELL OF SEEING: This spell, when cast, displays the entire map, plus the location of the other players. Your location flashes white and the opponents' locations flash magenta. The spell only lasts a short while. You may retain only one of these spells at a time and they may only be used once. They are available at the market place and as treasure. They may be lost as a result of a raid and are deleted from inventory when used.

SPELL OF SEEKING: This spell, when cast, displays the location of one of the special magical items. It does not display the entire map as the Spell of Seeing does. The location of the magical item will flash slowly between pink and brown. Only one Spell of Seeking is retainable at a time and may only be used once. Spells of Seeking are obtainable only as treasure and are lost only when used.

SWORD (DRAGON SLAYER): When fighting against a dragon, this sword gives the user a 50% bonus to his attack strength. Once used victoriously, the sword loses its power and is removed from inventory. If you lose a fight against a dragon using the sword, you are allowed to retain the sword. The sword is obtainable only as treasure, as a result of a raid, or if you start the game at level one difficulty. The sword may also be lost as a result of an enemy raid.

HAMMER OF THOR: This war hammer adds a 15% bonus to your combat strength. The bonus is added automatically, as long as the hammer is in your inventory. It is obtainable only as treasure. At the beginning of each turn, there is a 15% chance that it will be stolen by dwarves, regardless of whether or not you have dwarves in your party.

TALISMAN OF SPEED: This Talisman will give you an additional movement factor each turn. The Talisman is obtainable only as treasure. At the beginning of each turn, there exists a 15% chance it will be stolen by elves, regardless of whether or not you have elves in your party.

MAGIC MAPS: These four maps give a detailed location of one of the four special magical items. They may be viewed as many times as you wish. The special item is always located on a mountain and is always guarded by a dragon. They are obtainable only as treasure and are lost only as a result of an enemy raid.

SPECIAL MAGICAL ITEMS: There are four special magical items that are recommended for the final battle against the evil Witch King. These are as follows:

1) The **Horn of Opening** gives you a 75% chance of entering the Fortress. Without it, you have a percentage chance of entering equal the number of scouts in your party.
2) The **Boots of Stealth** add one to your movement factor. Without the Boots, all encounters in the Fortress are against a double-strength opponent.
3) The **Armor of Defense** reduces your opponent's attack factor within the Fortress by one-third.
4) The **Sword of Strength** multiplies your attack strength by 1.85.

All of the above items are only attainable at specific locations on the map and are always guarded by a dragon. They may be lost only as a result of an enemy raid. The locations of these special items are randomly generated at the beginning of each new game.

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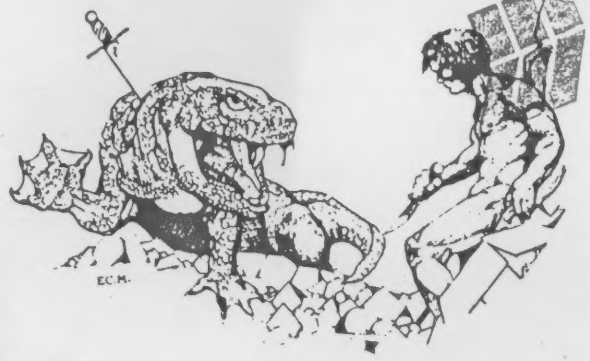

VI. COMBAT

ENCOUNTER: When you have an encounter, you will be shown the monster(s) in the encounter and the number attacking. There is an 80% chance that you will be asked if you wish to retreat. If you do not retreat, combat will ensue. During each round, the screen will display what is happening. At the end of each round, you will be given an update. If you wish to retreat, you must immediately type **R**. If you are victorious, you will be given a treasure. If you are defeated, you will be sent to the main menu.

PARLEY: When you encounter either warriors, dwarves or elves, you may be given the opportunity to parley. If you choose not to parley, combat ensues normally. If you decide to parley, the chance that they will join your troop is based on how many rations and gold pieces you have in inventory. If they decide to join you, anywhere from 1% to 100% of them will be added to your party. If they decide not to join you, the encounter will be over and you will be returned to the main menu.

MONSTERS: The following is a list of the monsters and their relative strength as compared to warriors:

Warrior	1.0
Goblin	.3
Orc	.5
Hobgoblin	.6
Bandits	.7
Elf	2.0
Dwarf	3.0
Werebear	5.0
Troll	10.0
Ogre	16.0
Earth Giant	20.0
Wizard	25.0
Gorgon	30.0
Hydra	40.0
Hacker	50.0
Dragon	100.0
Witch King	120.0

FORTRESS OF THE WITCH KING: When you have the special magical items you want, you can try to slay the Witch King. The Witch King's Castle has a magical entrance. Without the Horn of Opening, you will find it hard to locate. Once you gain access, you will be in one of the Castle's sixteen rooms. **These rooms are randomly generated each new game.** In one of the sixteen rooms, you will find the Witch King. The other fifteen rooms are guarded by teleporters and monsters. You will have to battle each monster in sequence until you find the Witch King. It is a good idea, at this point, to sketch a rough map of the Fortress as you travel from room to room. In this way, if you are teleported outside the Castle, when you attempt your next sortie, you will be that much closer to your ultimate meeting with the Witch King. Keep in mind that you do not **have** to have all the special magical items to enter the Castle, it is just easier if you do. Your score is based on the time in turns (turns = from the beginning of the game) it takes you to get the Witch King with as few special magical items as possible and your starting level of difficulty.

THE WITCH KING: When you locate the Witch King you will be forced to fight him in a single hand-to-hand encounter. At this point there is no turning back! If you are victorious, you will be made King and the game will be over. If you are defeated, you will lose most of your inventory and the game will continue.

VII. HELPFUL HINTS

Try to keep 30 or 40 warriors in your party at most times. If you keep more than 50 it will just run up your food bill. By the same token, don't try to combat a dragon with less than 90 warriors and a dragon-slaying sword.

Stay close to town until you have spotted a dragon's lair and have enough gold to buy your 90 warriors. Then teleport to his lair. If you try marching to the dragon's lair, you will lose a good many of your warriors on the way. The same thing applies when attacking the Witch King.

Most games last 50 to 100 turns. One person can play a full game in about three hours. It will take four players about six hours to play a full game.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

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QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

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Defective software will be replaced.

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